

**AMENDMENTS****In the Claims**

Please cancel claim 24 without prejudice.

Please amend claims 1, 3-9, 12-15, 18, 25-26, 31, 35-41, 46, 48, and 52 as shown herein.

Claims 1-23 and 25-58 are pending and are listed following:

1. (currently amended) An audio generation system, comprising:  
an audio processing component configured to generate an audio rendition  
corresponding to audio wave data derived from multiple audio wave data sources,  
the audio rendition including an audible playback according to playback  
instructions;

audio wave track components configured to generate the playback  
instructions that are routed to the audio processing component to initiate the audio  
rendition being generated; and

a segment component configured to play ~~one or more of~~ the audio wave  
track components to generate the playback instructions for the audio rendition.

1           2.     **(original)**   An audio generation system as recited in claim 1,  
2 further comprising MIDI track components configured to generate event  
3 instructions that are routed to the audio processing component to initiate a second  
4 audio rendition corresponding to MIDI audio data, and wherein the segment  
5 component is further configured to play one or more of the MIDI track  
6 components to generate the event instructions.

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8           3.     **(currently amended)**   An audio generation system as recited in  
9 claim 1, further comprising a segment state that includes programming references  
10 to each of the audio wave track components, the segment state configured to  
11 initiate that ~~one or more of~~ the audio wave track components generate the  
12 playback instructions.

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14           4.     **(currently amended)**   An audio generation system as recited in  
15 claim 1, further comprising one or more segment states that include programming  
16 references to each of the audio wave track components, the one or more segment  
17 states configured to initiate that ~~one or more of~~ the audio wave track components  
18 generate the playback instructions such that the audio processing component  
19 generates one or more audio renditions corresponding to the audio wave data.  
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1           5.     (currently amended)     An audio generation system as recited in  
2     claim 1, further comprising a performance manager that includes one or more  
3     segment states, each segment state including programming references to each of  
4     the audio wave track components, and each segment state configured to initiate  
5     that ~~one or more of~~ the audio wave track components generate the playback  
6     instructions.

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8           6.     (currently amended)     An audio generation system as recited in  
9     claim 1, further comprising one or more performance managers that each include a  
10    segment state having programming references to each of the audio wave track  
11    components, the segment state configured to initiate that ~~one or more of~~ the audio  
12    wave track components generate the playback instructions.

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14          7.     (currently amended)     An audio generation system as recited in  
15    claim 1, ~~wherein the audio processing component is further configured to receive~~  
16    ~~the audio wave data from one or more audio wave data sources, and~~ wherein the  
17    audio processing component is further configured to receive the playback  
18    instructions from the ~~one or more~~ audio wave track components.

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20          8.     (currently amended)     An audio generation system as recited in  
21    claim 1, wherein the audio processing component is a synthesizer component  
22    configured to receive the audio wave data from ~~one or more~~ the multiple audio  
23    wave data sources, and is further configured to generate the audio rendition in  
24    response to the playback instructions.

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2       **9. (currently amended)**     An audio generation system as recited in  
3 claim 1, further comprising at least a second audio processing component  
4 configured to receive the playback instructions from the ~~one or more~~ audio wave  
5 track components, the second audio processing component further configured to  
6 generate a second audio rendition corresponding to the audio wave data.

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8       **10. (original)**     An audio generation system as recited in claim 1,  
9 wherein the audio wave track components are further configured to maintain the  
10 audio wave data as an embedded audio wave data source.

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12       **11. (original)**     An audio generation system as recited in claim 1,  
13 wherein the segment component is further configured to maintain the audio wave  
14 data as an embedded audio wave data source.

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16       **12. (currently amended)**     An audio generation system as recited in  
17 claim 1, wherein the audio wave track components are further configured to  
18 randomly select a variation of the audio wave data such that the segment  
19 component plays the ~~one or more~~ audio wave track components that correspond to  
20 the variation selection.

1           **13. (currently amended)**      An audio generation system as recited in  
2 claim 1, wherein the audio wave track components include programming  
3 references to variations of the audio wave data, and wherein the audio wave track  
4 components are further configured to randomly select a variation of the audio  
5 wave data such that the segment component plays the ~~one or more~~ audio wave  
6 track components that correspond to the variation.

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8           **14. (currently amended)**      An audio generation system as recited in  
9 claim 1, wherein the segment component is a programming object having an  
10 interface that is callable by a software component of the audio generation system  
11 to initiate that the segment component play the ~~one or more~~ audio wave track  
12 components.

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14           **15. (currently amended)**      An audio generation system as recited in  
15 claim 1, wherein the segment component is a programming object having an  
16 interface that is callable by a performance manager to initiate that the segment  
17 component play the ~~one or more~~ audio wave track components, and wherein the  
18 audio wave track components are programming objects each having an interface  
19 that is callable by the segment component to initiate that the ~~one or more~~ audio  
20 wave track components generate the playback instructions.

1       **16. (original)**   An audio generation system as recited in claim 1,  
2 wherein the audio wave track components generate the playback instructions to  
3 include one or more of the following:

- 4           one or more programming references to the audio wave data;  
5           a start time to initiate the audio rendition being generated;  
6           a volume parameter that is a decibel gain applied to the audio wave data;  
7           a pitch parameter that identifies an amount that the audio wave data is to be  
8 transposed;  
9           a variation parameter that identifies whether the audio wave data  
10 corresponding to a particular audio wave track component is to be played;  
11           a duration parameter that identifies how long audio wave data  
12 corresponding to a particular audio wave track component will be played; and  
13           a stop play parameter that stops the audio rendition from being generated.

1       **17. (original)** An audio generation system as recited in claim 1,  
2 wherein the audio wave track components are implemented as data structures  
3 associated with the segment component, an individual data structure for an audio  
4 wave track component including one or more of the following:

5       one or more programming references that identify the audio wave data;

6       a start time that identifies when the audio wave track component is played  
7 relative to other audio wave track components;

8       a volume parameter that is a decibel gain applied to the audio wave data;

9       a pitch parameter that identifies an amount that the audio wave data is to be  
10 transposed;

11       a variation parameter that identifies whether the audio wave data  
12 corresponding to a particular audio wave track component is to be played;

13       a duration parameter that identifies how long audio wave data  
14 corresponding to a particular audio wave track component will be played.  
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1       **18. (currently amended)**       An audio generation system, comprising:  
2       a MIDI track component configured to generate event instructions for MIDI  
3       audio data received from a MIDI audio data source;

4       an audio wave track component configured to generate playback  
5       instructions for audio wave data ~~maintained in an~~ received from multiple audio  
6       wave data source ~~sources~~ sources;

7       a segment component configured to play the MIDI track component to  
8       generate the event instructions, and further configured to play the audio wave  
9       track component to generate the playback instructions; and

10       an audio processing component configured to receive the event instructions  
11       and the playback instructions, and further configured to generate an audio  
12       rendition ~~corresponding to~~ that is an audible playback of the MIDI audio data and  
13       to the audio wave data.

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15       **19. (original)**       An audio generation system as recited in claim 18,  
16       wherein the segment component includes the MIDI track component and the audio  
17       wave track component.



1       **20. (original)** An audio generation system as recited in claim 18,  
2 wherein the segment component includes the MIDI track component, the audio  
3 wave track component, and one or more of the following:

4       one or more additional MIDI track components configured to generate  
5 additional event instructions for additional MIDI audio data received from one or  
6 more MIDI audio data sources; and

7       one or more additional audio wave track components configured to  
8 generate additional playback instructions for additional audio wave data  
9 maintained in one or more audio wave data sources.

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11       **21. (original)** An audio generation system as recited in claim 18,  
12 further comprising a segment state that includes a first programming reference to  
13 the MIDI track component and a second programming reference to the audio wave  
14 track component, the segment state configured to initiate that the MIDI track  
15 component generate the event instructions, and further configured to initiate that  
16 the audio wave track component generate the playback instructions.

1           22.   (original)   An audio generation system as recited in claim 18,  
2 further comprising one or more segment states that include a first programming  
3 reference to the MIDI track component and a second programming reference to  
4 the audio wave track component, the one or more segment states configured to  
5 initiate that the MIDI track component generate the event instructions, and further  
6 configured to initiate that the audio wave track component generate the playback  
7 instructions such that the audio processing component generates one or more  
8 audio renditions corresponding to the MIDI audio data and to the audio wave data.

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10           23.   (original)   An audio generation system as recited in claim 18,  
11 further comprising a performance manager that includes one or more segment  
12 states, each segment state including a first programming reference to the MIDI  
13 track component and a second programming reference to the audio wave track  
14 component, the one or more segment states configured to initiate that the MIDI  
15 track component generate the event instructions, and further configured to initiate  
16 that the audio wave track component generate the playback instructions.

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18           24.   (canceled)

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20           25.   (currently amended)   An audio generation system as recited in  
21 claim 18, wherein the audio processing component is a synthesizer component  
22 configured to receive the audio wave data from ~~one or more~~ the multiple audio  
23 wave data sources.  
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1       26.   (currently amended)   An audio generation system as recited in  
2 claim 18, further comprising at least a second audio processing component  
3 configured to:

4       receive the audio wave data from ~~one or more~~ the multiple audio wave data  
5 sources;

6       receive the event instructions and the playback instructions; and

7       generate a second audio rendition ~~corresponding to that is a second audible~~  
8 playback of the MIDI audio data and to the audio wave data.

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10       27.   (original)   An audio generation system as recited in claim 18,  
11 wherein the audio wave track component is further configured to maintain the  
12 audio wave data as an embedded audio wave data source.

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14       28.   (original)   An audio generation system as recited in claim 18,  
15 wherein the segment component is further configured to maintain the audio wave  
16 data as an embedded audio wave data source.

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18       29.   (original)   An audio generation system as recited in claim 18,  
19 wherein the audio wave track component is further configured to randomly select  
20 a variation of the audio wave data when the audio wave track component is  
21 played.

1       **30. (original)**   An audio generation system as recited in claim 18,  
2 wherein the audio wave track component is further configured to randomly select  
3 a variation of the audio wave data such that the segment component plays audio  
4 wave data in the audio wave track component that corresponds to the variation  
5 selection.

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7       **31. (currently amended)**   An audio generation system as recited in  
8 claim 18, wherein the audio wave track component includes programming  
9 references to variations of the audio wave data maintained in the multiple audio  
10 wave data ~~source~~, sources, and wherein the audio wave track component is further  
11 configured to randomly select a variation of the audio wave data when the audio  
12 wave track component is played.

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14       **32. (original)**   An audio generation system as recited in claim 18,  
15 wherein the segment component is a programming object having an interface that  
16 is callable by a software component of the audio generation system to initiate that  
17 the segment component play the MIDI track component and play the audio wave  
18 track component.

1        33. (original) An audio generation system as recited in claim 18,  
2 wherein:

3        the segment component is a programming object having an interface that is  
4 callable by a performance manager to initiate that the segment component play the  
5 MIDI track component and play the audio wave track component;

6        the MIDI track component is a programming object having an interface that  
7 is callable by the segment component to initiate that the MIDI track component  
8 generate the event instructions; and

9        the audio wave track component is a programming object having an  
10 interface that is callable by the segment component to initiate that the audio wave  
11 track component generate the playback instructions.

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1       34. (original) An audio generation system as recited in claim 18,  
2 wherein the audio wave track component generates the playback instructions to  
3 include one or more of the following:

- 4       one or more programming references to the audio wave data;
- 5       a start time to initiate the audio rendition being generated;
- 6       a volume parameter that is a decibel gain applied to the audio wave data;
- 7       a pitch parameter that identifies an amount that the audio wave data is to be  
8 transposed;
- 9       a variation parameter that identifies whether the audio wave data  
10 corresponding to the audio wave track component is to be played;
- 11       a duration parameter that identifies how long audio wave data  
12 corresponding to the audio wave track component will be played; and
- 13       a stop play parameter that stops the audio rendition from being generated.

1           35. (currently amended)       An audio generation system as recited in  
2 claim 18, wherein the audio wave track component is implemented as a data  
3 structure associated with the segment component, the data structure including one  
4 or more of the following:

- 5           one or more programming references that identify the audio wave data;  
6           a start time that identifies when the audio wave track component is played  
7 relative to the MIDI track component and to other audio wave track components;  
8           a volume parameter that is a decibel gain applied to the audio wave data;  
9           a pitch parameter that identifies an amount that the audio wave data is to be  
10 transposed;  
11           a variation parameter that identifies whether the audio wave data  
12 corresponding to the audio wave track component is to be played;  
13           a duration parameter that identifies how long audio wave data  
14 corresponding to the audio wave track component will be played.

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16           36. (currently amended)       A method, comprising:  
17 initiating a segment component to play ~~one or more~~ audio wave track  
18 components that generate playback instructions for audible playback of an audio  
19 rendition;

20           generating the playback instructions for audio wave data with the ~~one or~~  
21 ~~more~~ audio wave track components, the audio wave data derived from multiple  
22 audio wave data sources; and

23           communicating the playback instructions to an audio processing component  
24 that generates ~~an~~ the audio rendition corresponding to the audio wave data.  
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2       **37. (currently amended)**     A method as recited in claim 36, further  
3 comprising routing the audio wave data to the audio processing component from  
4 ~~one or more~~ the multiple audio wave data sources.

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6       **38. (currently amended)**     A method as recited in claim 36, further  
7 comprising routing the audio wave data to the audio processing component from  
8 ~~one or more~~ the multiple audio wave data sources before generating the playback  
9 instructions.

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11       **39. (currently amended)**     A method as recited in claim 36, further  
12 comprising instantiating a segment state that initiates the segment component  
13 playing the ~~one or more~~ audio wave track components.

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15       **40. (currently amended)**     A method as recited in claim 36, further  
16 comprising instantiating multiple segment states that each initiate the segment  
17 component playing the ~~one or more~~ audio wave track components, and wherein:

18       generating the playback instructions includes generating playback  
19 instructions for each segment state; and

20       communicating the playback instructions includes communicating the  
21 playback instructions for each segment state to the audio processing component  
22 such that the audio processing component generates multiple audio renditions  
23 corresponding to the multiple segment states.  
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1       **41. (currently amended)**     A method as recited in claim 36, further  
2 comprising selecting a variation number corresponding to one or more variations  
3 of the audio wave data, and further comprising playing the ~~one or more~~ audio  
4 wave track components corresponding to audio wave data associated with the  
5 variation number.

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7       **42. (original)**     A method as recited in claim 36, wherein  
8 communicating the playback instructions includes communicating the playback  
9 instructions to multiple audio processing components that each generate an audio  
10 rendition corresponding to the audio wave data.

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12       **43. (original)**     A method as recited in claim 36, further comprising:  
13 initiating the segment component to play one or more MIDI track  
14 components;  
15 generating event instructions for MIDI audio data with the one or more  
16 MIDI track components; and  
17 wherein communicating the playback instructions includes communicating  
18 the event instructions to the audio processing component to generate the audio  
19 rendition corresponding to the audio wave data and to the MIDI audio data.

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21       **44. (original)**     One or more computer-readable media comprising  
22 computer-executable instructions that, when executed, direct an audio generation  
23 system to perform the method of claim 36.

1       **45. (original)** One or more computer-readable media comprising  
2 computer-executable instructions that, when executed, direct an audio generation  
3 system to perform the method of claim 43.

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5       **46. (currently amended)** A method, comprising:  
6 generating playback instructions for audio wave data with an audio wave  
7 track component;  
8 generating event instructions for MIDI audio data with a MIDI track  
9 component;  
10 communicating the playback instructions and the event instructions to an  
11 audio processing component that generates an audio rendition ~~corresponding to~~  
12 which is an audible playback of the audio wave data and ~~to~~ the MIDI audio data.

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14       **47. (original)** A method as recited in claim 46, further comprising  
15 requesting an allocation of logical communication paths in the audio processing  
16 component to route the playback instructions and the event instructions.

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18       **48. (currently amended)** A method as recited in claim 46, further  
19 comprising routing the audio wave data to the audio processing component from  
20 ~~one or more~~ multiple audio wave data sources before communicating the playback  
21 instructions.

1       **49. (original)**   A method as recited in claim 46, further comprising  
2 initiating a segment component to play the audio wave track component and play  
3 the MIDI track component such that the audio wave track component generates  
4 the playback instructions and the MIDI track component generates the event  
5 instructions.

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7       **50. (original)**   A method as recited in claim 49, further comprising  
8 instantiating a segment state that initiates the segment component playing the  
9 audio wave track component and the MIDI track component.

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11       **51. (original)**   A method as recited in claim 46, further comprising  
12 selecting a variation number corresponding to one or more variations of the audio  
13 wave data, and wherein generating the playback instructions includes generating  
14 the playback instructions for audio wave data associated with the variation  
15 number.

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17       **52. (currently amended)**   A method as recited in claim 46, wherein  
18 communicating the playback instructions and the event instructions includes  
19 communicating the playback instructions and the event instructions to multiple  
20 audio processing components that each generate an audio rendition ~~corresponding~~  
21 to that is an audible playback of the audio wave data and to the MIDI audio data.

1       **53. (original)** One or more computer-readable media comprising  
2 computer-executable instructions that, when executed, direct an audio generation  
3 system to perform the method of claim 46.

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5       **54. (original)** One or more computer-readable media comprising  
6 computer-executable instructions that, when executed, direct an audio generation  
7 system to perform the method of claim 49.

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9       **55. (original)** One or more computer-readable media comprising  
10 computer-executable instructions that, when executed, direct an audio generation  
11 system to perform a method, comprising:

12       playing one or more audio wave track components;

13       playing one or more MIDI track components;

14       generating playback instructions for audio wave data with the one or more  
15 audio wave track components;

16       generating event instructions for MIDI audio data with the one or more  
17 MIDI track components; and

18       communicating the playback instructions and the event instructions to an  
19 audio processing component that generates an audio rendition corresponding to the  
20 audio wave data and to the MIDI audio data.

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22       **56. (original)** One or more computer-readable media as recited in  
23 claim 55, wherein the method further comprises routing the audio wave data to the  
24 audio processing component from one or more audio wave data sources.  
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2       **57. (original)** One or more computer-readable media as recited in  
3 claim 55, wherein the method further comprises initiating a segment component to  
4 play the one or more audio wave track components and play the one or more MIDI  
5 track components.

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7       **58. (original)** One or more computer-readable media as recited in  
8 claim 57, wherein the method further comprises instantiating a segment state that  
9 initiates the segment component to play the one or more audio wave track  
10 components and play the one or more MIDI track components.  
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